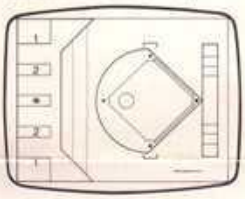
BASEBALL

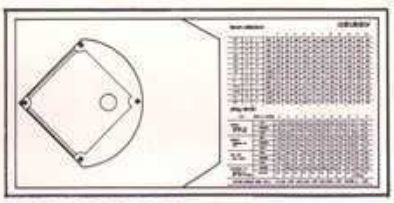
. . . select your team and plan your batting line-up. You are the manager, so lead your team and plan the game strategy.

GAME AIDS

GAME CARD #3



GAME OVERLAY



GAME BOARD

26 LINE UP CARDS
(13 RED AND 13 BLUE)

10
POWER
CARDS

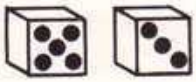
10
BIG BREAK
CARDS

SCOREBOARD

RUNNER TOKENS

RED WHITE BLUE

DICE



SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Place the BASEBALL Overlay on the screen.
3. Position the two players on the screen as illustrated. **(Illust. A).** The player on the right side is the BATTER and must be controlled by the right hand Player Control Unit #2. The player on the LEFT side is the PITCHER/FIELDER and must be controlled by the left hand Player Control Unit #1.
4. Set up the GAME AIDS as illustrated and shuffle the POWER and BIG BREAK Decks of cards. **(Illust. B).**

LINE UP CARDS

The two Coaches roll the dice to determine who's team will bat first and therefore manage the RED TEAM LINE UP Cards. The other coach manages the BLUE TEAM LINE UP Cards and is the first team to take the field. Both players take possession of their LINE UP Cards and should place a piece of the frosted tape, that is included with the ODYSSEY Unit, on the LINE UP Cards so that the area just above the words BATTING AVERAGE is covered. **(Illust. C).**

Each of the two teams have LINE UP Cards for the 9 starting positions on a baseball team plus, 2 RELIEF PITCHERS and 2 PINCH HITTERS. A team has 13 players.

BATTING AVERAGES

INITIAL

When the teams have been selected, the coaches alternate rolling the dice to determine all 13 players Batting Averages. The total of each dice roll is read on the TEAM SELECTION CALCULATOR which is printed on the GAME BOARD. The CALCULATOR will indicate each ball player's BATTING AVERAGE, RUNNING SPEED and whether he is right or left handed.

Example: One player rolls the dice for his center fielder. The dice total is .6 He finds 6 on the top horizontal row of the CALCULATOR. Then looks down that column to the row marked CF for Center Fielder. His center fielder Bats and Throws RIGHT Handed, is a FAST Runner and has a .238 Batting Average. **(Illust. D).**

The Player's Batting Average is recorded on the taped portion of the LINE UP Cards with a lead pencil. **(Illust. C).**

DURING THE GAME

Each of the players will raise or lower their Batting Averages during the game. Each change in the average may put the player into a different Batting Zone on the Game Overlay which will be explained later. A hit for a player with a Batting Average of over .300 will raise that player's average .004 points. A hit for a player Batting between .250 and .299 will raise his average .006 points. A hit for a player with a Batting Average under .250 will raise his average .008 points. When a player is batting and makes an out, the player's Batting Average drops by .002.

Example: A player with a .294 Batting Average gets a hit. His Batting Average is raised by .006 to make it .300. Should he, the next time at bat, make an out, his average is lowered by .002 and is recorded as a .298.

Each time a player gets a hit or an out, his Batting Average is immediately changed on the LINE UP Card. Remember to use only a lead pencil.

Now that the Coaches know the capabilities of their players, they should put

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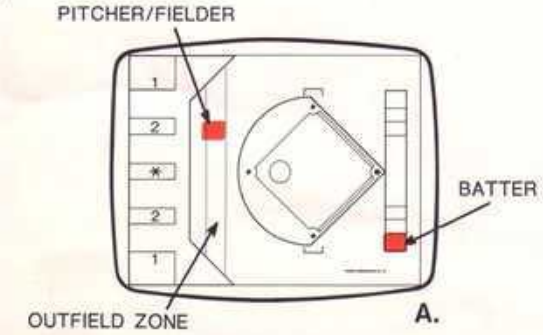
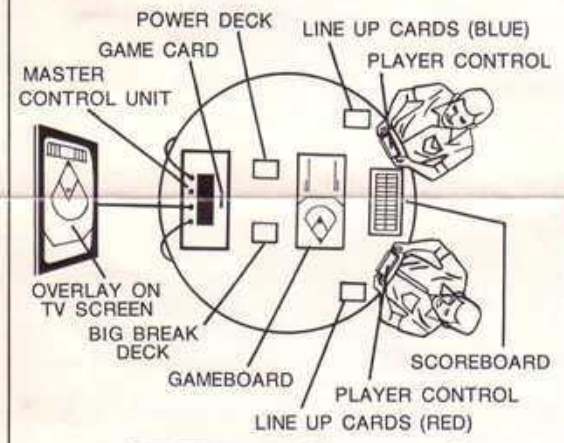
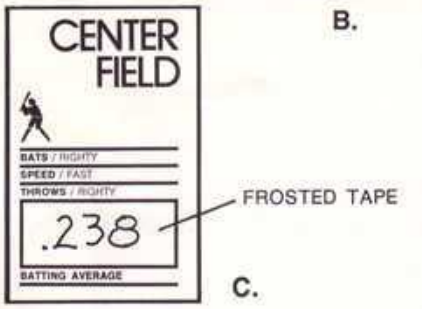


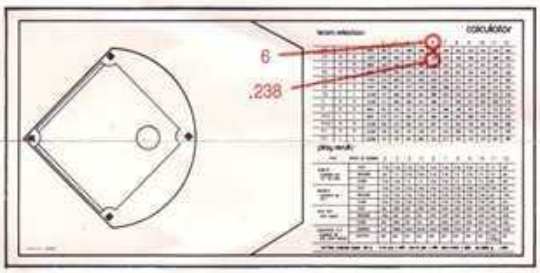
A.



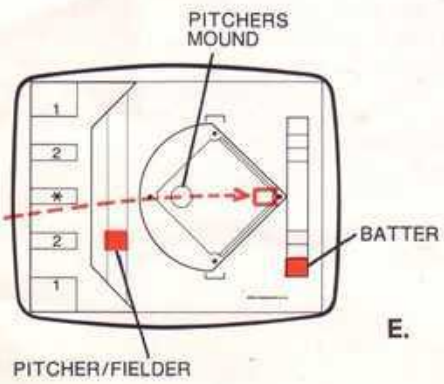
B.



C.



D.



E.

(During the game, continued)

their nine starting players in the order they desire them to bat. Once the cards are in order, they should be placed in front of the player with the top card being the first batter.

RUNNER TOKENS

There are 12 total RUNNER TOKENS of which there are 4 RED, 4 WHITE and 4 BLUE. The Coaches team at bat will use the tokens for each of his team players when they come to bat and as they advance from base to base.

The Tokens represent the speed of the runners as follows:
RED—FAST RUNNER
WHITE—MEDIUM RUNNER
BLUE—SLOW RUNNER

Example: The center fielder for team #1 is at bat. The center fielder is a FAST runner; therefore, a RED token should be placed on the GAME BOARD at Home Plate.

PITCHER/FIELDER

The PITCHER/FIELDER must use Player Control Unit #1 and control the player on the left side of the screen. Both Coaches *must* bring their ENGLISH Controls to the upright center position. With his player light positioned in the Outfield Zone on the Game Overlay and the ball positioned off the left side of the screen, **(Illust. E)** he presses the RESET BUTTON. The ball enters the screen from the left and moves toward the Batter's Box. The PITCHER/FIELDER must use his ENGLISH Control to guide the ball straight over the Pitcher's Mound on the Game Overlay. He then uses his ENGLISH Control to guide the ball toward the Strike Zone. A batter with a .250 or lower Batting Average must be pitched to in the YELLOW Strike Zone on the Game Overlay. A pitch outside the Batter's Box will be a ball. If any part of the ball crosses the Strike Zone, and is not hit by the Batter, it is a Strike. The Strike Zone for a Batter with an average of .250 to .299 is between the ORANGE Markers (includes the YELLOW area). The Strike Zone for a Batter with a .300 or better average is between the RED areas (includes the YELLOW and ORANGE areas). If the PITCHER is unable to guide the ball over the pitcher's mound, it constitutes a Balk. In a Balk, all runners advance one base, and the Batter takes a ball. **(Illust. F).**

IMPORTANT: BOTH COACHES MUST BRING THEIR ENGLISH CONTROLS TO THE UPRIGHT CENTER POSITION BEFORE EACH PITCH.

At any time during the game, the Coach may elect to pull his starting PITCHER from the game and substitute a RELIEF PITCHER. If the substitution is made when it is the PITCHER'S turn to bat, a PINCH HITTER must be used first. When the team is ready to take the field, a RELIEF PITCHER, of which there are 2 per team, is selected. The PITCHER'S LINE UP Card is removed from the LINE UP Deck and may not be used again during the game.

BATTER

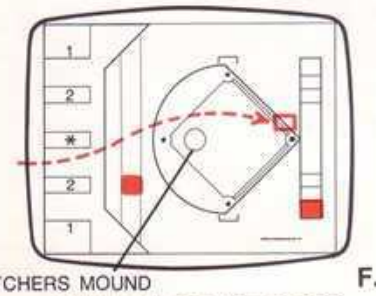
The BATTER must use Player Control Unit #2 and control the player on the right side of the screen.

Right Handed Batters are positioned in the Bottom Batter's Box and Left Handed Batters are positioned in the top Batter's Box **(Illust. G).** Refer to your players LINE UP Cards to find whether the Batter is Right or Left Handed.

The BATTER begins with a 2 Ball and 2 Strike count. He is out on 1 Strike and walks on 2 Balls. There are Three Outs per inning for each Team.

If a Right Handed BATTER faces a Left Handed PITCHER, the BATTER gets a walk on 1 Ball. Conversely, if a Left Handed BATTER faces a Right Handed PITCHER, the BATTER gets a walk on 1 Ball instead of the usual 2 Balls.

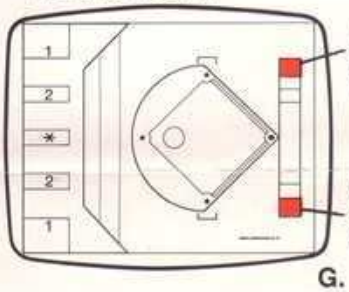
The BATTER hits the pitched ball by moving his light into the path of the Ball. He uses his ENGLISH Control to guide the Ball around the PITCHER/FIELDER and into one of the HIT AREAS designated on the left side of the Game Overlay **(Illust. H).** If the Ball lights the RED areas marked 1, the hit is a



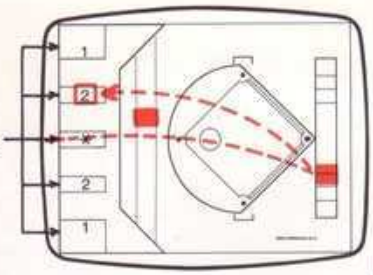
PITCHERS MOUND

F.

BALK! BALL DID NOT CROSS PITCHERS MOUND.

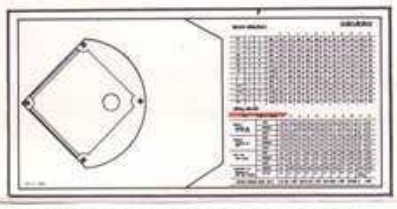


G.



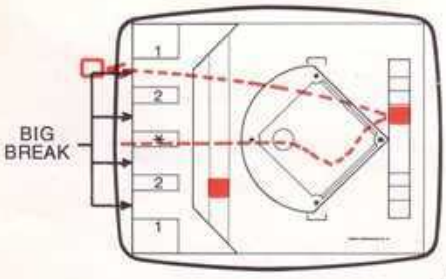
H.

BATTER HITS BALL INTO HIT AREA.



GAME BOARD "PLAY RESULTS" SECTION.

I.



J.

BALL PASSES THROUGH THE BIG BREAK AREA WITHOUT LIGHTING HIT AREA.

SINGLE. If the Ball lights the ORANGE areas marked 2, the hit is a DOUBLE. If the Ball lights the YELLOW area, the Coach draws a card from the top of the POWER DECK and is awarded the hit designated.

The BATTER must remain in the Batter's Box until the pitched ball crosses the Pitcher's Mound on the Game Overlay.

If the hit Ball goes off the top or bottom of the screen, it is a Foul Ball and the BATTER must return to his Box to await another pitch.

On the BASEBALL GAME BOARD an appropriate RUNNER TOKEN (FAST-MEDIUM-SLOW) for that player is advanced from Home Plate to the proper base. The players Batting Average is changed on the LINE UP Card.

PINCH HITTERS

Pinch Hitters are designated on the LINE UP Cards and there are 2 per team. The Pinch Hitters may only be used to pinch hit for the PITCHER when it is his turn at bat. The PITCHER'S Card is removed from the LINE UP Deck and may not be reused during the game. When the team is ready to take the field again, the PINCH HITTER'S LINE UP Card is removed from the deck and must be replaced with one of the RELIEF PITCHERS. Once a PINCH HITTER has been utilized in an inning, he must then be retired for the remainder of the game.

BASE RUNNER

If the Batter hits a SINGLE and a runner is on third base, the runner scores. If there is a runner(s) on first and/or second when a single is hit, roll the dice and using the PLAY RESULTS printed on the GAME BOARD, **(Illust. I)** check the number of bases the runners are permitted to advance. If there are two runners involved, the dice are rolled only for the runner on second base. The runner on first base advances the same number of bases as the runner on second.

On a DOUBLE a runner will score from second or third base. If there is a runner on first base when a Double is hit, roll the dice and using the PLAY RESULTS printed on the GAME BOARD, check the number of bases the runner is permitted to advance.

A RUNNER scores from any base on a TRIPLE or HOME RUN.

BIG BREAK AREA

The BIG BREAK AREA is the BLUE areas surrounding the hit areas on the Game Overlay. **(Illust. J).** If the batter hits the ball into one of the BIG BREAK areas without lighting any part of the hit areas, the Coach draws a card from the BIG BREAK Deck. Once the BIG BREAK Cards are used, they are returned to the bottom of the deck.

The BIG BREAK Cards will indicate one of the following: ERROR, WILD PITCH, PASSED BALL or PICK OFF.

ERROR

The Batter is safe at first base and his RUNNER Token is advanced to first. The dice must be rolled for the Runners already on base. They will advance as determined by the PLAY RESULTS section of the GAME BOARD marked Single. The Batters average is dropped by .002 since an ERROR is the same as an out; however, it is not scored as an out.

WILD PITCH/PASSED BALL

All RUNNERS will advance one base and the BATTER takes 1 Ball.

PICK OFF

The BATTER retains the card until he becomes the PITCHER/FIELDER. He may use the card any time his opponent has a player on base. The PLAYER/

FIELDER announces a PICK OFF attempt by designating which base Runner he is attempting to PICK OFF. The PITCHER/FIELDER rolls the dice and checks the results of his effort in the PLAY RESULTS section of the GAME BOARD Calculator marked PICK OFF.

The BATTER who draws a PICK OFF Card, remains at bat as though the ball had never been pitched.

FIELDING

If the FIELDER catches the ball by intercepting it after the batter has hit it, the batter is out. To be legal, the FIELDER must stay in the OUTFIELD ZONE while attempting to catch the ball. He may only use his VERTICAL Control.

DOUBLE PLAY

When there is a RUNNER on first base, and the BATTER hits a ball that is caught by the FIELDER, a DOUBLE PLAY may be attempted. The FIELDER catches the hit ball and thus causes it to bounce back toward the Strike Zone. If he can maneuver the ball through the YELLOW Strike Zone, without the BATTER hitting the ball, a DOUBLE PLAY is scored. Both the BATTER and RUNNER on first base are out.

The BATTER can protect himself from the DOUBLE PLAY by hitting the returned ball before it passes through the YELLOW Strike Zone. The BATTER is out and the RUNNER is safe at first base.

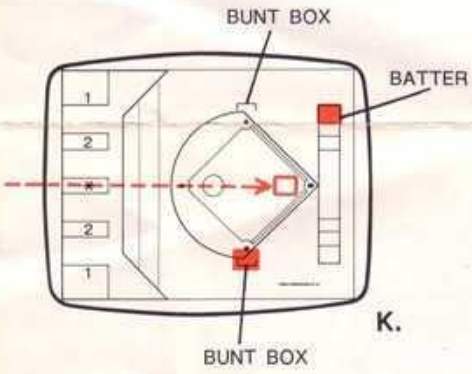
SCOREBOARD

A SCOREBOARD is provided for keeping a record of the teams scores for each inning. A strip of the frosted tape should be placed over the SCOREBOARD for protection. Upon completion of each teams turn at bat, the runs scored that inning should be marked on the SCOREBOARD with a lead pencil.

GAME VARIATIONS

The following variations may be added to your game play for additional challenge and realism.

BUNTING



K.

A BATTER may announce his intent to BUNT. He must announce his intention when he first arrives at the plate. The PITCHER moves his light to one of the BUNT boxes located below third base or above first base. **(Illust. K).**

The ball is pitched as before with the BATTER attempting to hit it. The PITCHER, using only his VERTICAL Control tries to catch the hit ball by intercepting it with his light. If he catches the ball, the BATTER is out. If the ball is hit past the PITCHER, the BUNT is successful and all RUNNERS advance one base; the BATTER is out. However, if once the ball is past the PITCHER, it is guided into the YELLOW section of the Hit Area, the BATTER is safe and moves to first base.

A RUNNER cannot be BUNTED into home plate.

If a ball is BUNTED foul, off the top or bottom of the screen, it is an out for the BATTER. A player can BUNT as described even if there are no base RUNNERS.

SACRIFICE FLY

A SACRIFICE FLY may be attempted by a BATTER any time there is a RUNNER on third base. The BATTER calls for a SACRIFICE before the ball is pitched.

If the BATTER hits the ball and it is caught by the PITCHER/FIELDER, the dice are rolled, and the results are read from the SACRIFICE FLY section of the GAME BOARD CALCULATOR.

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